Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A first gaming machine for transmitting/receiving data to/from a server, comprising:

a specification value setting ~~means~~ device for setting at least one specification value as a control condition for game control;

a transmitting ~~means~~ device for transmitting data of a game result to the server;

a gaming machine determining ~~means~~ device for determining a second gaming machine operated by a co-player;

a total result data receiving ~~means~~ device for receiving from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting ~~means~~ device;

a specification value determining ~~means~~ device for determining ~~the~~ a specification value based on the data of the total game result received by the total result data receiving ~~means~~ device; and

a specification value renewing ~~means~~ device for renewing to replace the specification value set by the specification value setting ~~means~~ device ~~to~~ with the specification value determined by the specification value determining ~~means~~ device.

2. (Currently Amended) The first gaming machine according to claim 1, wherein the gaming machine determining ~~means~~ device determines a plurality of gaming machines including the second gaming machine.

3. (Currently Amended) The first gaming machine according to claim 2, wherein the total result data receiving ~~means~~ device receives from the server ~~the~~

data of ~~the~~ a total game result and wherein the total game result is achieved by the plurality of gaming machines including the first and the second gaming machines.

4. (Currently Amended) A first gaming machine for transmitting/receiving data to/from a second gaming machine operated by a co-player, comprising:

a specification value setting ~~means~~ device for setting at least one specification value as a control condition for game control;

a gaming machine determining ~~means~~ device for determining the second gaming machine;

a receiving ~~means~~ device for receiving from the second gaming machine data of a game result achieved by the second gaming machine;

a game result totalizing ~~means~~ device for totalizing a game result achieved by the first gaming machine and the game result achieved by the second gaming machine based on the data of the game result of the second gaming machine received by the receiving ~~means~~ device so as to calculate a total result;

a specification value determining ~~means~~ device for determining ~~the~~ a specification value based on the total result calculated by the game result totalizing ~~means~~ device; and

a specification value renewing ~~means~~ device for renewing to replace the specification value set by the specification value setting ~~means~~ device ~~to~~ with the specification value determined by the specification value determining ~~means~~ device.

5. (Currently Amended) The first gaming machine according to claim 4, wherein the gaming machine determining ~~means~~ device determines a plurality of gaming machines operated by co-players including the second gaming machine and wherein the first gaming machine transmits and receives data to and from the plurality of gaming machines.

6. (Currently Amended) The first gaming machine according to claim 5, wherein the receiving ~~means~~ device receives data of game results achieved by the plurality of gaming machines including the second gaming machine and wherein the game result totalizing ~~means~~ device totalizes a game result achieved by the first gaming machine and the game results achieved by the plurality of gaming machines including the second gaming machine~~s~~ based on the data of the game results of the plurality of gaming machines received by the receiving ~~means~~ device so as to calculate the total result.

7. (Currently Amended) The first gaming machine according to claim 1, further comprising a gaming machine selecting ~~means~~ device for selecting the second gaming machine based on an operation by a game player, wherein the gaming machine determining ~~means~~ device determines the second gaming machine based on a selection result by the gaming machine selecting ~~means~~ device.

8. (Currently Amended) A server for transmitting/receiving data to/from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting ~~means~~ device for setting at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving ~~means~~ device for receiving data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing ~~means~~ device for totalizing the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving ~~means~~ device;

a specification value determining ~~means~~ device for determining ~~the~~ a specification value based on the total result calculated by the game result totalizing ~~means~~device; and

a determined specification value transmitting ~~means~~ device for transmitting the specification value determined by the specification value determining ~~means~~ device to the first gaming machine and the second gaming machine.

9. (Original) The server according to claim 8, wherein the server transmits and receives data to and from a plurality of gaming machines including the first and the second gaming machines.

10. (Currently Amended) The server according to claim 9, wherein the game result data receiving ~~means~~ device receives data of game results transmitted from the plurality of gaming machines including the first and the second gaming machines.

11. (Currently Amended) A program stored on media for directing a computer of a first gaming machine for transmitting/receiving data to/from a server to perform:

setting at least one specification value as a control condition for game control with the first gaming machine;

transmitting data of a game result to the server;

determining a second gaming machine operated by a co-player;

receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine;

determining ~~the~~ a specification value based on the data of the total result; and

renewing to replace the set specification value ~~to~~ with the determined specification value.

12. (Currently Amended) The program according to claim 11, wherein the computer of the first gaming machine performs determining at least one gaming machine <u>operated by another co-player</u> other than the second gaming machine.

13. (Original) The program according to claim 12, wherein the computer of the first gaming machine performs receiving from the server data of the total result totalizing a game result achieved by the at least one gaming machine other than the second gaming as well as the game results achieved by the first and the second gaming machines.

14. (Original) The first gaming machine according to claim 1, wherein the specification value comprises a big-hit shift probability, a payout, a payout rate, or a combination thereof.

15. (Currently Amended) A method of renewing at least one specification value <u>for</u> a first gaming machine for transmitting/receiving data to/from a server, comprising:

setting a first specification value as a control condition for game control with the first gaming machine;

determining a second gaming machine <u>operated by a co-player</u>;

performing a game;

transmitting data of a game result to the server;

receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine;

determining a second specification value based on the data of the total result; and

renewing the specification value from the first specification value to the second specification value.

16. (New) A method for setting a value associated with an award obtainable

based on a game result from subsequent play of a game on a first gaming

    machine,

comprising:

    determining a total game result based on a first game result from prior play

    of a

game on the first gaming machine and a second game result from prior play of a

game on a second gaming machine; and

    setting the value in accordance with the determined total game result.

17. (New) The method according to 16, wherein:

    the value associated with the obtainable award is one of (i) a probability

associated with an obtainable big prize payout, (ii) an amount associated with an

obtainable regular payout based on a game result from subsequent play of a

    game

on the first gaming machine and a game result from subsequent play of a game

    on

the second gaming machine, and (iii) a rate associated with the obtainable

    regular

payout.

18. (New) The method according to 16, wherein:

    the determining of the total game result includes summing the first result and

the second result.

19. (New) The method according to 16, wherein:

    the prior played game on the first gaming machine and the prior played

    game

on the second gaming machine are a same type game; and

    the value is set for subsequent play of the same type game on the first

    gaming

machine.

20. (New) The method according to 16, wherein:

setting the value includes modifying a prior value associated with the award obtainable based on the game result from the prior play of the game on the first gaming machine.

21. (New) The method according to 20, wherein:

the prior value is modified to be (i) less favorable to a player of the first gaming

machine, if an amount of the determined total game result is less than a threshold

amount, and (ii) more favorable to the player of the first gaming machine, if the amount of the determined total game result is more than the threshold amount.

22. (New) The method according to 21, wherein:

the threshold amount is a highest amount of a range of amounts extending from a lowest amount of the range to the highest amount; and

the prior value is modified to be less favorable to the player of the first gaming

machine, if the amount of the determined total game result is within the range of amounts.

23. (New) The method according to 16, further comprising:

selecting the second gaming machine prior to determining the total game result.

24. (New) The method according to 23, wherein:

the second gaming machine is selected by the first gaming machine in accordance with a predefined selection criteria.

25. (New) The method according to 23, further comprising:

accepting, by a player of the second gaming machine, the selection of the second gaming machine by a player of the first gaming machine, prior to determining the total game result;

wherein the determining is performed based on the player of the second gaming machine accepting the selection of the second gaming machine.

26. (New) The method according to 16, wherein the value is a first value, and

further comprising:

setting a second value associated with an award obtainable based on a game

result from subsequent play of a game on the second gaming machine, in accordance with the determined total game result.

27. (New) The method according to 16, further comprising:

storing a table including predefined different values associated with the award

obtainable based on different game results from play of a game on the first gaming

machine, for different total game results;

wherein the value is set also in accordance with the stored table.